

Isaac Cheung

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EDUCATION

**UNIVERSITY OF
BRITISH COLUMBIA**
BSc IN COMPUTER SCIENCE
3RD YEAR STANDING
Vancouver, BC
September 2018 - April 2021

GPA: 3.92 / 4.33
Major GPA: 4.03 / 4.33

LINKS

GitHub:// github.com/cheungis
LinkedIn:// linkedin.com/in/cheungis

COURSEWORK

UNDERGRADUATE
Computer Systems
Data Structures and Algorithms
Software Construction
Formal Systems and Logic
Foundations of Computing

SKILLS

LANGUAGES
Python • Java • C • C++ • Matlab
JavaScript • HTML • \LaTeX

VERSION CONTROL SYSTEMS
GitHub

TESTING
JUnit

FRAMEWORKS / ETC
Node.js • Swing • Pygame • CSS
Android Studio

AWARDS

HONOR ROLL
Sept 2012 - June 2017

WATERLOO CEMC
CERTIFICATE OF DISTINCTION
Feb 2015

BC ACHIEVEMENT SCHOLARSHIP
Sept 2017

PROJECTS

SOUNDBOARD | JULY 2019

- Implemented a soundboard app using Android studio.
- Employs event listeners implemented with the observer design pattern.
- Created a desktop version using Java Swing.

DISCORD BOTS | DECEMBER 2018

- Developed 2 Discord Bots with JavaScript and Discord JS, a node.js module.
- Designed with best practices in mind, such as dynamic command handling.
- Bot #1 generates links to allow for ease of access to websites.
- Bot #2 automates the process of mass deleting server messages.
- Bot #2 allows for the option of searching and filtering messages to include or exclude attributes, such as the message author.

LEAGUE OF LEGENDS PROFILE ANALYZER | SEPTEMBER 2018

- Extracts data from players and store them in profiles to analyze and compare with one another with Java.
- Incorporated design patterns to solve problems encountered during development including the iterator and observer design patterns.
- Unit testing was done on all methods to ensure correctness of code.
- GUI built with Java Swing.

ENCRYPTER AND DECRYPTER | JANUARY 2018

- Constructed a program to encrypt and decrypt messages with Python.
- Employs encryption techniques from trans positional ciphers.
- Added functionality to decrypt messages via brute force approach.

CLASSIC GAMES | OCTOBER 2017

- Recreated classic games using Object Oriented Programming in Python.
- Games include pong, tic tac toe and a memory game.
- Designed with OOP and OOD paradigms, simplifying modification and expansion of content for the games that were recreated.
- GUI Designed and implemented through the pygame library.

WORK EXPERIENCE

MCDONALD'S | KITCHEN STAFF
July 2016 - February 2017 | Burnaby, BC

- Worked in high pressure team environment and met tight deadlines to ensure excellent customer experience.
- Did restaurant inventory every shift, allowing managers to focus on more important matters.
- Trained new employees on the job, displaying outstanding communication and leadership skills.